



LEGOLAND®

Instruction Manual



Contents

Thank you for buying LEGOLAND, just one of LEGO Media's great new software titles.

At LEGO Media, we are constantly striving to set new standards in software by bringing the core LEGO values into this exciting new media. As with our play materials, our software titles focus on content and quality that will stimulate imagination and creativity in new ways.

By paying the greatest attention to consumer product testing we can pride ourselves on making sure our software is 100% kids compatible and deserving of the quality seal 'Kids Tested. Kids Approved.'

We are confident that LEGOLAND will bring you hours of enjoyment. If you experience any difficulties at all with this product please do not hesitate to contact our customer services (see enclosed card), who will be pleased to help you.

LEGO Software is all about fun, so if you love LEGOLAND just take a look through the enclosed brochure to get a taster of the other thrilling titles in our range.

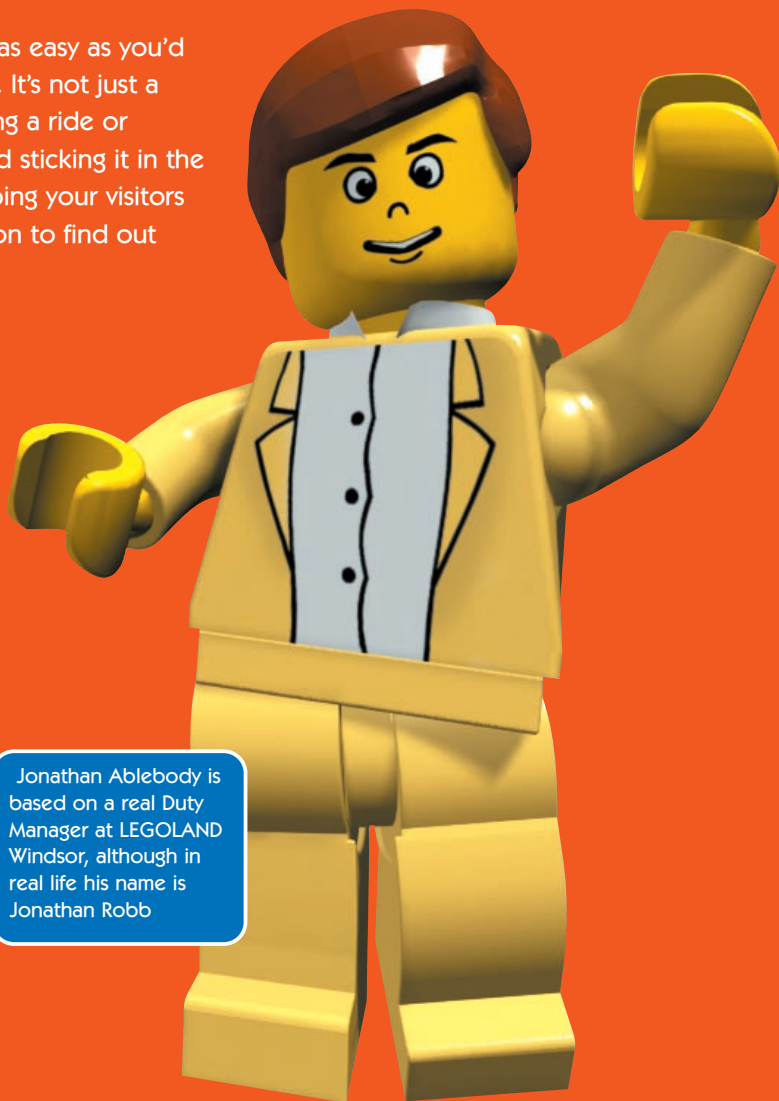


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Introduction

As the new Trainee Park Manager you have to design and build the best possible LEGOLAND Park that will hopefully keep your visitors happy and coming back in ever greater numbers.

The job isn't as easy as you'd think though. It's not just a case of getting a ride or attraction and sticking it in the Park and hoping your visitors like it. Read on to find out more!



Jonathan Ablebody is based on a real Duty Manager at LEGOLAND Windsor, although in real life his name is Jonathan Robb



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Installation

Computer

100% Windows® 95/98 DirectX Compatible Computer required.
Game not compatible with Windows NT, OS/2, Linux or Windows emulated operating system.

CPU: Pentium II 233MHz or equivalent.

Memory: 32 MB RAM or higher required.

Video: 4MB Direct Draw Compatible Video Card (Capable of 640 x 480 in 16 bit colour).

CD-ROM: Quad speed or faster CD-ROM / DVD drive required.

Sound Card: 100% Windows 95/98 DirectX 7.0 compatible 16-bit sound card

Input Device: 100% Windows 95/98 compatible mouse and keyboard.

DirectX: Microsoft DirectX 7.0 (included on disc) and must be installed to play LEGOLAND. Please refer to Readme file contained on the LEGOLAND CD-ROM for more Information regarding DirectX.

Note: Your system may require the "latest" Windows 95/98 drivers for your particular hardware. The CD-ROM has to be present in the CD-ROM / DVD Drive for the Game to run.

Installation: Minimum Installation requires 150 MB hard drive space. (Uncompressed)* Maximum Installation requires 301 MB hard drive space. (Uncompressed)*

Mouse: Microsoft Compatible Mouse

* Uncompressed means that the hard drive has not been subjected to any form of file compression which allows the hard drive space to be increased.

For example under Windows 98 the option that would usually be used to perform this function would be DriveSpace.

You may need to contact your hardware manufacturer to update the driver software for some of these components.

Downloadable updates require an Internet connection.



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Installation

After you have put the LEGOLAND CD ROM in your PC the installation process should automatically start. If after a few seconds this doesn't happen don't worry all you have to do is:

- 1 Make sure you have nothing else running on your PC
- 2 Double click to open 'My Computer' from your desktop
- 3 Right click on CD-ROM drive and select Explore
- 4 Double click 'AUTORUN.EXE'

You will then be presented with a menu with the following options:

INSTALL LEGOLAND (or PLAY LEGOLAND if it's already installed)
INSTALL INDEO (This only appears if it's not installed already - you MUST have INDEO installed to play LEGOLAND)

REGISTER
EXIT

If this is the first time you've played LEGOLAND you will need to select INSTALL LEGOLAND.

Installing LEGOLAND

Choose INSTALL LEGOLAND from the menu. Installation is very simple, in fact mostly automatic! The software will ask you to select either 'normal' or 'maximum' installation, the difference being the amount of hard drive space required (the amount will be displayed on screen). It will also ask for an installation path - just use the default one if you can.

Installation

Starting LEGOLAND

There are several ways to start the game. The easiest is to put the CD ROM into the drive and select 'PLAY LEGOLAND' when the menu pops up.

Alternatively, if the game doesn't autorun when you've put the CD ROM in the drive:

- 1 Click START in the bottom left corner of the screen
- 2 Go into PROGRAMS
- 3 In the PROGRAMS menu find the LEGO MEDIA folder
- 4 Inside the LEGO MEDIA folder you will find a LEGOLAND folder that contains the start icon named LEGOLAND

IMPORTANT NOTE - you will always need to have the original LEGOLAND CD ROM in the drive to play the game, no matter what installation option you chose.

Uninstalling The Game

Removing LEGOLAND from your PC is very easy to do:

- 1 Click START in the bottom left corner of the screen
- 2 Go into PROGRAMS
- 3 In the PROGRAMS menu find the LEGO MEDIA folder
- 4 Inside the LEGO MEDIA\LEGOLAND folder is a file called 'UNINSTALL', click this to remove LEGOLAND From Your PC

NOTE - the uninstaller does not automatically delete your saved games or player details. The uninstaller program will prompt you to delete your saved games if you wish. If you want to you can manually delete your saved games.

If you have any problems just contact the LEGO Media Customer Services Department. You can find contact details in the literature supplied with the software.

Installation

When I Exit The Game Why Has My Windows Desktop Either Increased Or Decreased In Size?

LEGOLAND automatically adjusts the resolution of your Desktop area to 640 x 480 to conform to the requirements of the game.

If the Desktop size does not return to its normal appearance then please see the following information on how to adjust the display properties of your system.

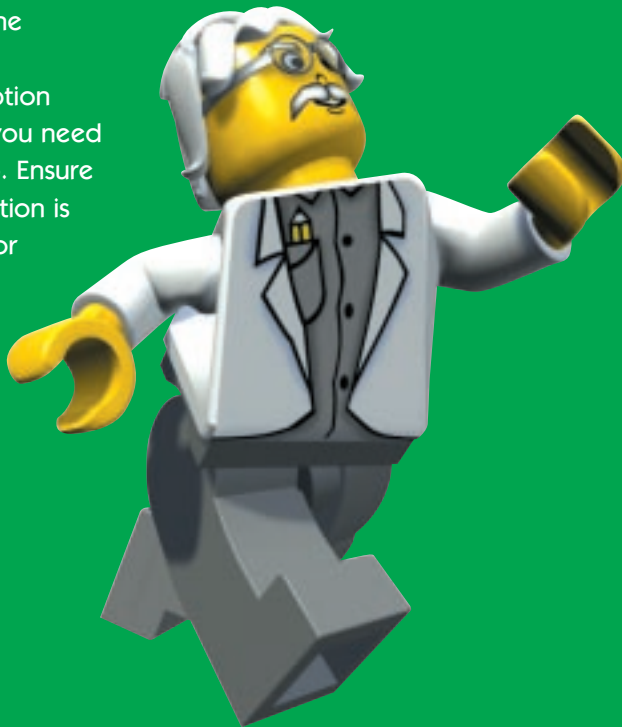
Most computers utilising Windows 95 / 98 operate with a colour setting of High Colour 16bit and the resolution set to either 800 x 600 or 640 x 480. (Individual Preferences)

Place your mouse pointer on a clear area within the Windows desktop screen and using the right hand mouse button click once.

A menu will be displayed from which you need to select, using your left-hand mouse button, the "Properties" option.

The "Display Properties" option folder is now shown and you need to select the "Settings" tab. Ensure that High Colour 16-bit option is set with either 640 x 480 or 800 x 600 set as the resolution. (Individual Preferences)

Apply any changes and re-start your machine if requested.



So What's The Game All About?

Congratulations, you've just got the job as Trainee LEGOLAND Park Manager! On your first day you go to visit your new LEGOLAND colleagues. You are welcomed into the Park by Jonathan, the Duty Manager. He asks everyone to a meeting, not only to meet you but also to see the Professor's latest invention.

Well, it seems that the Professor has managed to invent a time machine. No one knows why (but then again none of his inventions ever work as planned)! Before you know it the Professor jumps into his machine and disappears in a blinding flash.

A few moments later he returns. Where (or I guess 'when') has he been? No one is really interested though as his time machine has managed to blow up your beautiful Park!

Try not to panic! The Professor thinks that he can fix the time machine and by going back in time and using his trusty duplicator ray he can replace your broken rides in double quick time!

It's down to you to put everything back together again, from the design of the new Park to the building and maintenance of the rides.

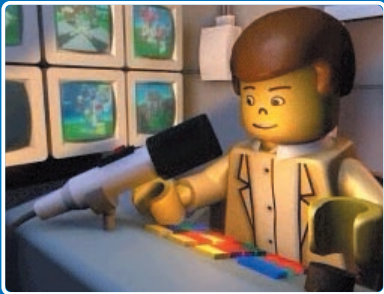
JP's favourite song
is "I like to dance"
from Tuff Stuff.



LEGOLAND Park Helpers

To help you make the best possible Park you have a special LEGO team at your disposal, each member is responsible for one aspect of Park design or construction.

Jonathan Ablebody



He is the Duty Manager in the Park and is your right hand man. If you encounter problems while building your Park or don't understand what to do, just ask Jonathan. The Duty Manager graduated top of his class from the LEGOLAND Park Academy. He cares about just one thing: giving your visitors the best day out ever! His interests include mountain climbing, motorbiking with Biker Bob and collecting thank you letters from happy visitors.

Professor Voltage



You may not have realised, but every LEGOLAND Park has its own resident scientist. It's their job to invent fantastic attractions and cool rides. Where do you think we got all that amazing stuff from? The Professor has a mysterious past but his inventions, when they work, speak for themselves. The Professor has even developed a 'Ride Chamber' which uses special blueprints to make your Attractions in double quick time!

LEGOLAND Park Helpers

The Professor has developed all kinds of weird stuff, including the famous LEGO Mindstorms robots and the cool Destructa Bricks in LEGO Creator! One thing to watch out for though is that he is easily distracted by his own curiosity and that can lead to all kinds of trouble...

JP



She is one of the most talented mechanics we've ever seen! She can build anything that the Professor invents and also repair it should it go wrong! You can always spot JP, she always listens to her Walkman when she's working and carries her trusty screwdriver everywhere she goes.

In her spare time JP likes to build amazing LEGO Technic gizmos that do all kinds of weird things, from unwrapping her favourite candy to flipping her out of bed in the morning ready for work!

Bob Longtree



He is the Park's most creative landscape gardener and loves to wear his trademark deerstalker hat! Bob knows absolutely everything about LEGO trees and flowers and can grow everything in record time. Bob studied under the world famous gardener Forest Chump, who cross-bred a rubber plant with a pine tree and made the world's first LEGO plants.

LEGOLAND Park Helpers

Bob is eager to make new LEGO plants and flowers to show off his horticultural prowess and likes nothing better than to build HUGE flowerbeds!

One thing to watch out for is that Bob sometimes falls asleep on the job, just keep an eye on him and he'll be fine!

Rosie

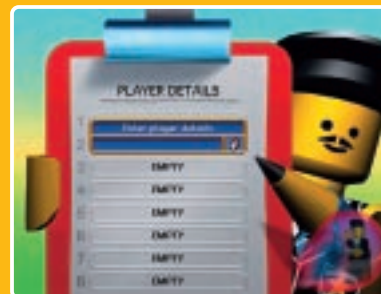


If you ever feel hungry just give Rosie a call. Trained by some of the finest cooks in the world, Rosie knows every technique for making great tasting, healthy food. Coming from the famous Brickolini family, Rosie is very accustomed to cooking for many hungry mouths. As long as she has enough restaurants and food kiosks she can keep everyone in the Park full of tasty food. In her spare time, Rosie enjoys reading the latest cookery books and developing her own unique recipes. In fact, if you look at the back of this booklet you'll find some of her favourite recipes.

Rosie Brickolini is the cousin of Mama Brickolini, who is one of the stars from the LEGO Island PC game.

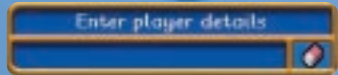
So What Do I Do Next?

Player Details



The 'PLAYER DETAILS' screen is the first you come to and it looks like the screen to the left.

Before you can design and build your Park you have to enter your name. This is easy to do:

- 1 Find an 'EMPTY' slot and click on it with the left mouse button.
 - 2 Type your name in the space provided.
- 
- 3 Click the THUMBS UP button or press ENTER on the keyboard to save your details.
 - 4 You will now find that you have moved on to the main game screen.

The Main Game Screen

The main screen is pretty important because you can do all kinds of cool stuff from here. The screen below is what you'll see next:

Main Screen



The buttons available to you are:



Freeplay

This enables you to just build a Park without worrying whether the visitors are happy or not! Take a look at the section called 'Freeplay' on page 16.



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Bob Longtree dreams of winning LEGOLAND's award for the best trimmed garden and moustache.

The Main Game Screen

Player Details

This takes you back to the PLAYER DETAILS screen, where another person can put in their details and play the game.

Load Game

This button will enable you to load a previously saved LEGOLAND game so you can pick up from where you left off.

Start Game

This button will start the game at the last level you played, or at the first tutorial level if you are a new player.

LEGOLAND Video

This will take you to a screen from which you can view films from each of the real LEGOLAND Parks!

Game Exit

If you want to leave the game just click this button or just press the ESCAPE key on your keyboard.



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Freeplay



In FREEPLAY you can build a Park without having to worry about the visitors or Park Inspector!

If you click on the FREEPLAY button you will get to the screen shown below:

Freeplay



The brilliant thing about FREEPLAY is that you can select the LEGOLAND rides and attractions you want and then just design your own Park.

- 1 From the available theme buttons just select the rides and attractions you want. A tick appears over your chosen items. If you decide you don't want a chosen item just click it again to deselect it.
- 2 Below the theme menus is an indicator bar that tells you how many items you can choose. Once it is full you cannot select any more rides.
- 3 When you are happy with your chosen Park objects just click the THUMBS UP button to build your Park.
- 4 If you decide you don't want to use FREEPLAY just click the RETURN TO TITLE SCREEN in the bottom left corner of the screen.

FREEPLAY and the game are actually closely linked. The further you get in the game the more rides become available to build in FREEPLAY!

FREEPLAY mode is only available once all the tutorial levels are completed.

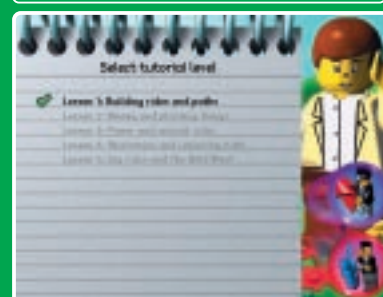


The LEGOLAND Game



Click the START LEGOLAND GAME button to begin designing and building you own LEGOLAND Park! The thing is, designing and building your own Park is a lot of fun, but you need to know what to do! So, Jonathan will teach you the most important things about the job – there are five tutorials for you to try your skills out on first!

Select Tutorial Level



Lesson One, 'Building rides' is already selected with the tick to start with. Just double click the lesson or click the THUMBS UP 'Play Level' button to move on. If you want to go back just click the RETURN TO TITLE SCREEN button.



If you clicked the OK button you'll see a screen similar to this one:

Tutorial - Lesson 1



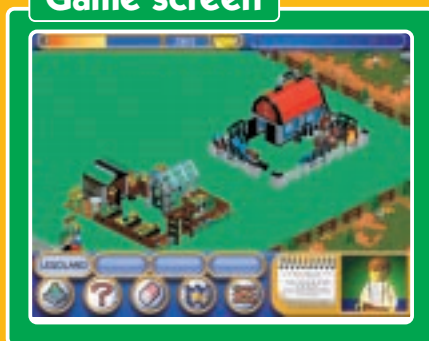
This is the briefing screen where Jonathan will give you some information on what's been happening and instructions on what to do in the level. Listen carefully to what he says!

The LEGOLAND Game

Sometimes you may have to click the flashing arrow in the bottom corner of the notepad to turn the page. Just follow Jonathan's instructions and you can't go far wrong! Once you've finished listening to Jonathan you can click the THUMBS UP button to start the game!

Once you've started the game you will see the screen below:

Game screen



There are several important buttons on this screen that will help you design and build the best LEGOLAND Park possible. They are:



Path

When you build any ride or attraction it is normally linked to the park entrance by a path. You must make sure that visitors can always reach each attraction. You can use the path button to make additional paths or to repair paths that have been broken.



Query Mode

By clicking on this button you can find out how happy and hungry your visitors are. You can also find out important stuff about your Park attractions with this button. See QUERY Mode on page 26.

The LEGOLAND Game



Eraser

If you make a mistake don't worry. You can get rid of anything you build by using the eraser. Be careful you don't erase things by accident, especially Bob's flowerbeds!



Map View

This will give you an overall view of your LEGOLAND Park, as if you were flying over it. This is useful as you can see how well your Park is designed or where rides are breaking down.



Game Options

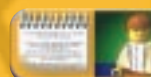
This is a very useful button. Press it when you want to QUIT, LOAD or SAVE games, or to change the volume of the music and sound effects. See the section 'GAME OPTIONS' on page 21.



LEGOLAND Theme Buttons

There are four of these. When you begin the game only the main LEGOLAND theme is shown. The other themes will become available as you progress through the levels. These buttons give you access to many different items from each theme, so you can add a wide variety of attractions to your LEGOLAND.

Unfortunately, no one can tell you what is in the blank buttons because Professor Voltage hasn't gone on any Time Expeditions yet. It's going to be a surprise whatever happens.



Information Console

Clicking the notepad on the left shows you the instructions for the level again, in case you need a reminder.

The LEGOLAND Game

You can also access some playing tips should you get stuck. Just click the notepad, then click the 'question mark' button at the top of the screen.

The screen on the right is where Jonathan will help you. Jonathan is in permanent contact with all the Park helpers and gives you the most important information from here. If you missed what he said, just click on his screen and he'll repeat it.

End Level



When you win a level you will see this picture of Jonathan going through a door. Just click on the picture when you are ready to move on to the next level. If you want to play on and carry on building your park then do so, and click the door picture once you've had enough.

Money Bar



Your LEGOLAND Park needs a constant supply of paying visitors, without money you can't develop and build new attractions. The MONEY BAR shows how much money you have both as a graph and as a number.

Power Bar



On nearly all the levels you will need to use power stations in order to supply power to your rides.

You should aim to keep the POWER BAR in the central yellow part of the chart, that way you have just enough power to run the Park. If the bar goes into the red section on the left you don't have enough power, too far into the green section on the right and you've built too many power stations and wasted your money.

Game Options



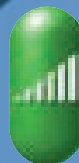
If you press the GAME OPTIONS button (left) you will get this screen (right):

Game Options



With the following controls you can change volume settings, load or save a game or quit.

Speech Volume



By moving this slider you can increase or decrease the loudness of Jonathan's speech.

Music Volume



By moving this slider you can increase or decrease the music volume.

Sound Effects Volume



This slider increases or decreases the loudness of the sound effects.

Game Options



Thumbs Up

This will return you to the game.



Save Game

This will take you to the save game screen so you can save your progress before finishing for the day.



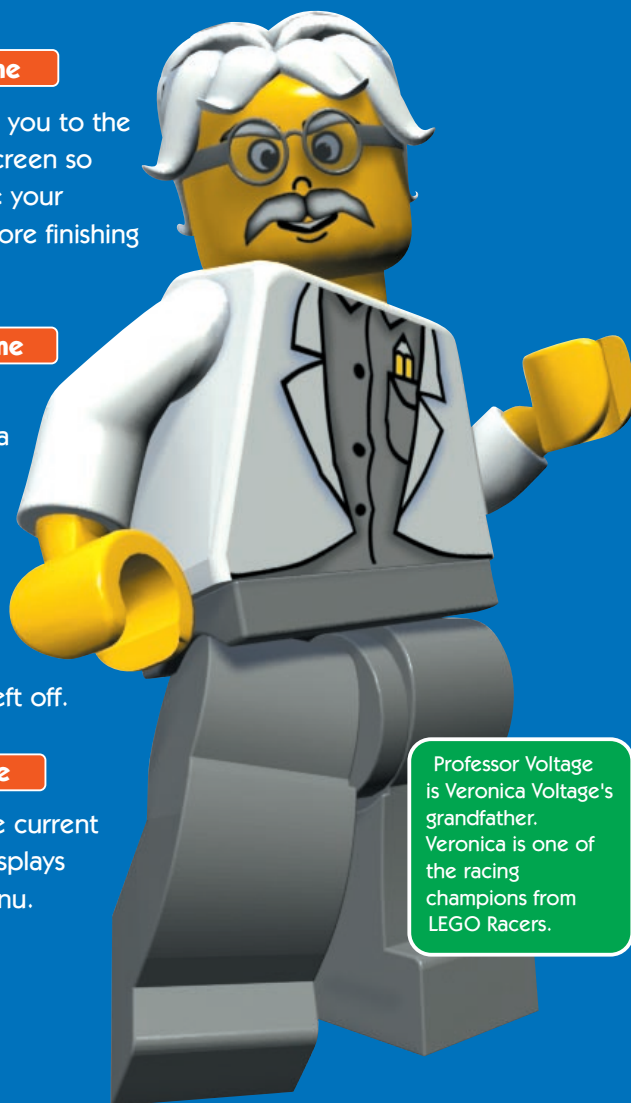
Load Game

This enables you to load a previously saved LEGOLAND game so you can pick up where you left off.



Exit Game

This quits the current game and displays the Main Menu.



Professor Voltage is Veronica Voltage's grandfather. Veronica is one of the racing champions from LEGO Racers.

How To Play LEGOLAND

Mechanics Hut



To succeed in the game you must work closely with your LEGOLAND colleagues. Two of the most important are JP, the Mechanic, and Bob Longtree, the Gardener.

You can't repair or plant anything without the help of these two so keep them busy and be nice to them!!

Greenhouse



On most levels of the game you will find a Mechanics Hut and a Greenhouse, if you click on them you will produce a Mechanic or Gardener. Each time you click a building you get an additional helper. Bear in mind though that each helper costs 30 coins and you can have a maximum of 15 Mechanics and 15 Gardeners.



If you want you can pick up your Mechanics and Gardeners and move them around the park. This helps you repair attractions and plant scenery very quickly. Just click on the helper with your left mouse button and click again to put the helper down.

If you decide you no longer need one of your helpers you can just put that person back in the appropriate building. You get a refund for the helper's original cost too!



So How Do I Build Stuff Then?

When you start a new game just follow Jonathan's instructions and he'll talk you through what to do. After you have made a few Mechanics and Gardeners you can click the LEGOLAND theme button to access your rides and attractions. While you design your Park, the Professor works in his laboratory developing things for you to build. Every now and then you will get something new! The further you get in the game, the more things you'll get to build! New objects have a gold star on them, as shown in the screen below.

New Attraction



Every time a new attraction is developed you'll see an information box like this that tells you all about it. Just click the X to make the information box disappear.

New Objects



The other thing you will notice in the menu, next to the rides, is a number. This is how much it will cost for JP to actually build the object. For example, a hedge costs two coins, two of the shops cost 25, and so on.

So How Do I Build Stuff Then?

Run Out Of Money



If you don't have enough money for JP to build an item it will be automatically greyed out. Watch the money bar carefully though. The more visitors you get the more your money goes up!

To place something in the Park simply click the item in the LEGO theme menu, for example LEGOLAND, then move the cursor into the Park. You will see the outline of the object attached to the pointer.

If there is enough room to build the object the outline is green. If you don't have enough room or there is something in the way, the outline is red and the cursor changes, as in the screens below.

Can Build Here



Can't Build Here



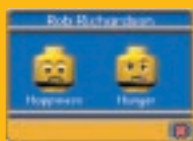
Sometimes you might run out of money while JP is in the middle of building something. If this happens you will see a flashing coin icon above the site.

If you want to get rid of an attraction, just click on the ERASER button and delete the object by clicking on it.

So How Can I Tell What's Going On?



An important part of the game is finding out how happy your visitors are. To do this you can use 'QUERY' mode, either click the large question mark button on the main interface or click the right mouse button. All you then have to do is click on a visitor and you will get a pop up box similar to the one below:



This shows two LEGO minifigure faces that change depending on how happy or hungry the visitor is. The happier the faces the better!!

There is also a quick way to find out how a visitor is feeling. Just make sure you are in QUERY mode and put the mouse pointer over a visitor (you don't need to click the mouse button this time, though). You will get a small amount of information that looks a little like this:



Colin, on the left, is leaving the park and Rob, below left, is not very happy. He might also leave the park unless he goes on a great ride that makes him happy. The outcome depends on you!



Repairing Rides

You can also use QUERY mode to take a look at rides and attractions to see how well maintained they are. On levels after the fourth tutorial you may notice that some of the rides start to flash RED. This means that they need to be repaired by a Mechanic.

Repairing Rides



As long as you have some mechanics in the park, they will attend to broken rides as quickly as they can. If you want a ride to be repaired straight away, just pick up a mechanic and put her down on the ride that needs repairing.

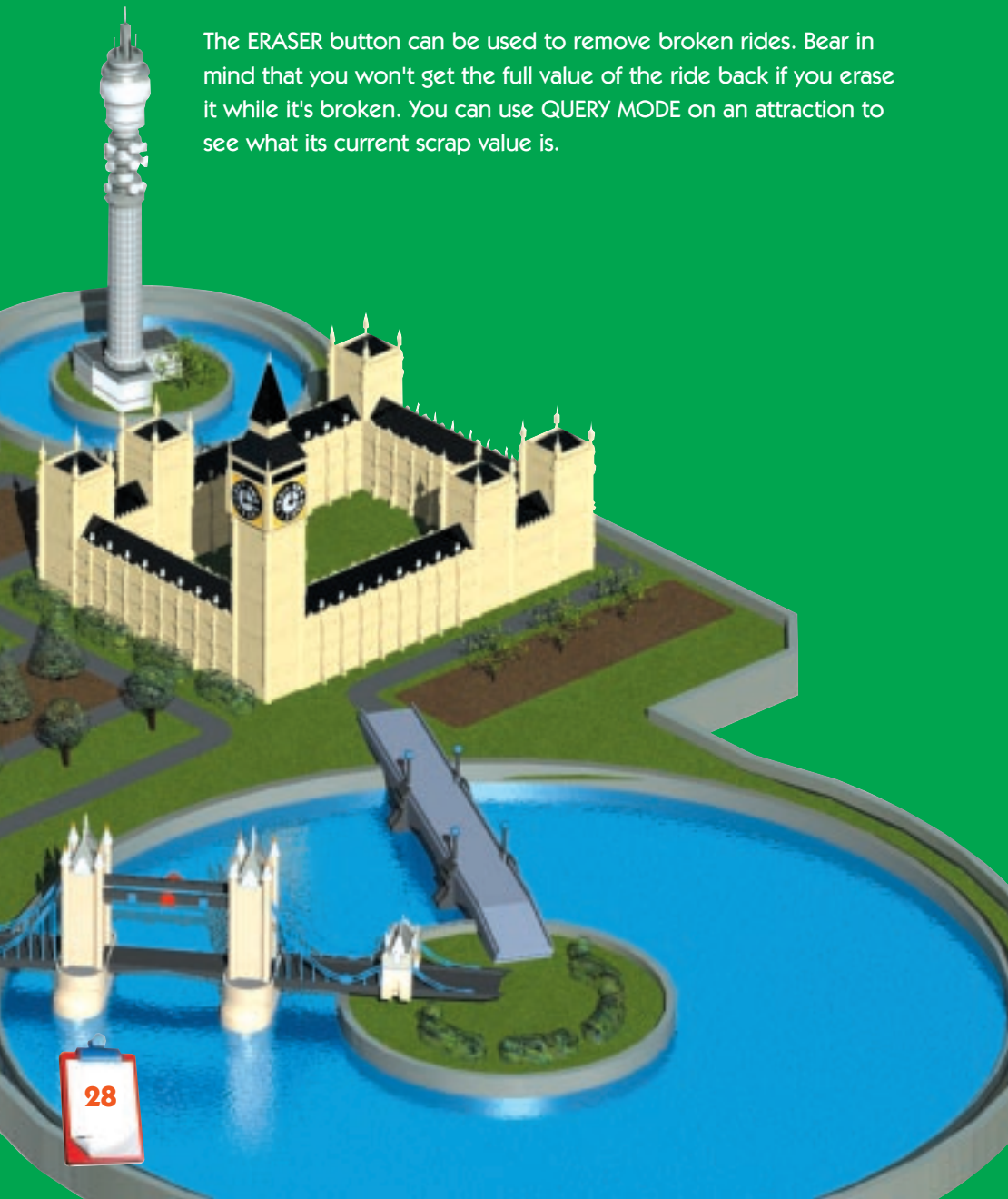


Repairing rides costs money. If you don't have many coins, put some or all of your Mechanics back in the hut to stop them from repairing rides until you are ready.



Repairing Rides

The ERASER button can be used to remove broken rides. Bear in mind that you won't get the full value of the ride back if you erase it while it's broken. You can use QUERY MODE on an attraction to see what its current scrap value is.



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Batteries Not Included

The more successful your Park gets the more ambitious the rides and attractions become. Professor Voltage just loves inventing the coolest things to keep your visitors happy, and you, JP and Bob very busy!

All the attractions need to have a proper power supply, so in the third tutorial you are introduced to power stations. As soon as you have to start using power stations the power bar in the top right corner of the screen is activated.

Not Enough Power



In the following screens you will see that if you put an attraction in the Park without enough power the power bar goes all the way to the left. In that case the attraction will flash green and stop working. Some objects will also flash blue in the event of a power failure.



If you go into QUERY mode and click the flashing item you will get a pop up box similar to this one (left).



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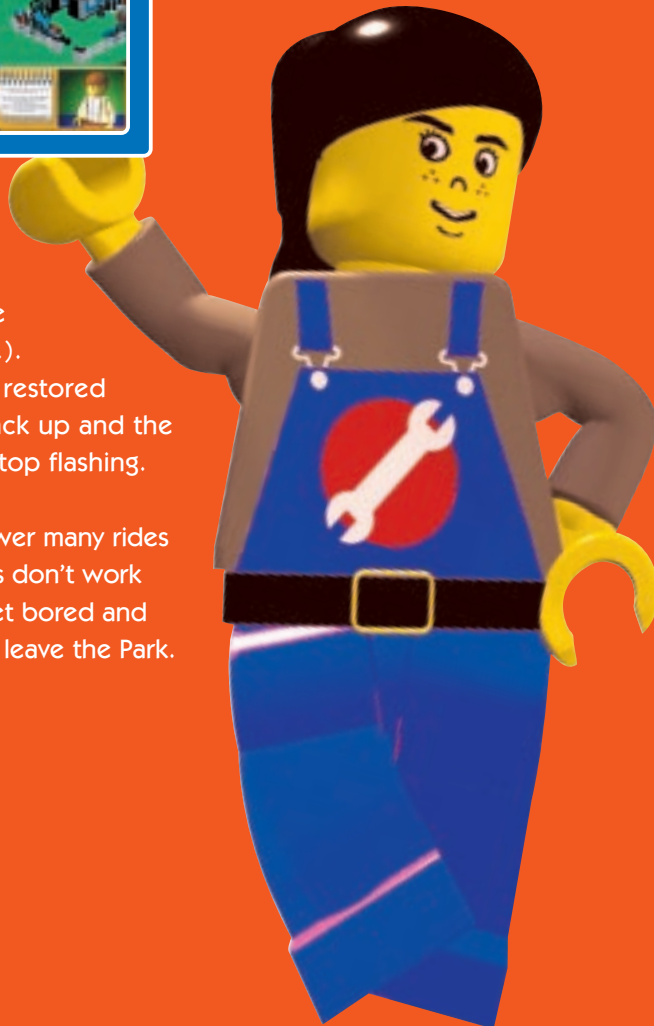
Batteries Not Included

Power OK



To end the power cut all you need to do is build a power station. (You must have enough money for this.). Once power has been restored the power bar goes back up and the ride or attraction will stop flashing.

Remember, without power many rides won't work. If the rides don't work then your visitors will get bored and unhappy and ultimately leave the Park.



Well I've Finished My Tutorials. Now What?

Congratulations and welcome to the real world of LEGOLAND Park design and management! When you've gone through all of the tutorials it's time to put everything you've learned to good use: making a great LEGOLAND!

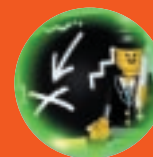
After you finish tutorial five you will reach the level progression screen. It looks like this:

Level Progression



You can see in the top corner one of LEGOLAND's famous Minilands. This represents your next challenge so double click it or click the THUMBS UP button to play.

You've probably noticed that there are 9 blank spaces – these are for levels that you will get to as you play through the game. As you win each level you will be rewarded with new Minilands (also used as buttons for forthcoming levels).



This button will take you back to the tutorial levels. Just in case you need a reminder for how something works.

The Park Inspector

Your LEGOLAND Park will be put to the test by Mr Bimble, the dreaded Park Inspector! Actually, he's not too bad. He'll give you regular Park appraisals that pinpoint areas that need improvement. In fact, he will give you a Park Report that can be really useful! A Park Report looks something like this:

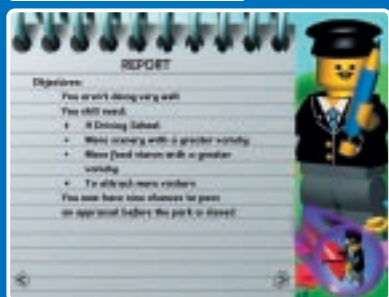
Park Report



The first part of the Park Report will show how well you are meeting your overall objectives for that level, using simple bar charts, ticks and crosses. As long as you are getting ticks and green bars instead of crosses and red bars you will pass the Inspector's appraisal!

In the second part of the report the Inspector will tell you what is wrong and also offer some hints on how to improve things, like this:

Handy Hints



For most of the game you will receive a certain number of Park Appraisals from the Park Inspector – if you don't fix the Park within these appraisals he'll shut us down.

Don't worry, with Jonathan's help and the Park Inspector's reports you shouldn't have any trouble becoming the best LEGOLAND Park Manager in the World!

Did You Know?

How Big?

LEGOLAND® Windsor boasts a whopping 40 acres of fun, including seven themed activity areas. The whole thing is surrounded by 150 acres of wooded landscape. Don't get lost!

LEGOLAND® Billund has 20 acres jam packed with adventure, while LEGOLAND® California in the US has a massive 35 acres of Park space.

How Many People?

LEGOLAND® Billund has had a mind-blowing 30 million people walk through its doors – over five times the population of Denmark itself!

What About Star Wars™?

Lifesize models of Darth Vader and R2-D2, constructed entirely out of LEGO bricks, can now be found at LEGOLAND® Windsor!

How Many Bricks?

LEGOLAND® Windsor in the UK has about 30 million LEGO® bricks in the Park, and 22 million in Miniland alone. The Technosaurus is the largest model in the Park, and took over one million bricks to build!

Miniland in LEGOLAND® California is no small feat – it too has over 20 million bricks. The Empire State Building has 233,500 bricks alone – the bricks would measure seven miles high if they

were stacked on top of each other! If you think that's a lot, Grand Central Station is made of 775,000 LEGO bricks – it took four model makers a staggering 2,678 hours to make it!

LEGOLAND® Billund in Denmark has an astonishing 45 million bricks in the Park. It's largest building is Mount Rushmore which took 1.5 million standard LEGO bricks and 40,000 LEGO Duplo bricks to build.

The Statue of Liberty is gigantic – it towers above you at a little over nine metres high!

LEGOLAND Park Manager Award

Successfully complete the LEGOLAND game and you will be rewarded with the BEST LEGOLAND Park Manager Award that you can print out and keep!



Watch out for Biker Bob in the game intro – he sneaked away from LEGO Creator just to be here!



Rosie Brickolini's Favourite Recipes

Here are some of my most popular recipes. Thousands of visitors come to my restaurants every year and they love them! I hope you have as much fun making them as I do eating them! Just make sure that you have a grown up with you when you start preparing your food – watch out they don't take a sneaky bite or two!

BOATING SCHOOL JELLY BOATS

These jewelled boats are delicious served straight from the fridge on a warm day!
You will need: 2 oranges, 1 packet of orange jelly (Jello), 8 cocktail sticks, 8 squares of coloured paper, each 6x6cm.

1. Cut each orange in half round its middle. Scoop out the flesh from each half with a spoon, taking care not to make any cuts in the orange skin.
2. Make the orange jelly according to the instructions on the pack. Chop up the orange flesh and put this in with the jelly.
3. Rest the orange halves in mugs to keep them upright and pour the jelly into them. Leave to set.
4. Cut each orange jelly in half. Thread a square of coloured paper on to a cocktail stick. Stick it up the remaining jelly boat to make the sail. Make up the remaining jelly boats until you have a whole fleet!

BANANA PARCELS

You will need: 4 bananas, 2 tablespoons butter, 2 tablespoons soft brown sugar, 4 tablespoons double (heavy) cream.

1. Cut 4 large squares of foil. Peel and slice the bananas and divide between the foil squares. Now divide the remaining ingredients between the parcels.
 2. Gather up the foil and twist the top to seal it. Then ask an adult to place the parcels on a cooling barbecue for 20 minutes, or cook in the oven at 190C/375F/Gas 5 for about 20 minutes.
- Serve with a big scoop of vanilla ice-cream.

Rosie Brickolini's Favourite Recipes

HONEY BANANA MILKSHAKE

Down at Papa Mole's Coffee Shop, these delicious milkshakes are a winner.

You will need: 1 banana, 280ml/_ pint cold milk, 1 tablespoon clear honey, scoop of vanilla ice-cream.

1. Put the scoop of ice-cream in a bowl for 10 minutes to soften. Meanwhile in a separate bowl mash the banana with a fork.
2. Add the honey and ice-cream to the banana and use a spoon to mix the ingredients together to a smooth paste. Now add the milk and whisk until very frothy. Stick in a straw and slurp away!

COCONUT ICE

Professor Voltage has such a sweet tooth – this is one of his favourite afternoon treats!

You will need: 200g/8oz desiccated coconut, 400g/1lb icing sugar, 1 tin of condensed milk, pink food colouring.

1. Sieve the icing sugar into a bowl. Mix in the desiccated coconut.
2. Add 5-6 tablespoons of condensed milk, little by little, working it into the sugar and coconut until it forms a solid ball.
3. Cut the mixture in half. To one half add a few drops of pink food colouring and mix well.
4. Line a square tin with foil and press the white mixture into the bottom of the tin, spreading it out evenly. Now press the pink mixture on top of the white mixture. Leave to set for a couple of hours. Then cut into squares and eat!

ROSIE'S CHOCOLATE TRUFFLES

At Christmas, I make truffles for all the staff at LEGOLAND, wrapped up in a box with a pretty bow!

You will need: 225g/8oz plain chocolate, 75g/3oz softened butter, 175g/6oz icing sugar, 2 tablespoons cream, hundreds and thousands/chocolate vermicelli.

1. Ask an adult to help you melt the chocolate in a bowl over a pan of simmering water.
2. When melted, stir in the butter and then the cream. Sift the icing sugar and add it gradually to the chocolate mixture, stirring all the time. Put the mixture in the fridge for 2 hours.
3. Take a heaped teaspoon of the mixture and roll it into a ball. Repeat this with the rest of the mixture. Roll half the balls in hundreds and thousands and the other half in chocolate vermicelli. Chill in the fridge for one hour and then eat!

CRISPY VOLCANOES

These prehistoric mouthfuls are easy and fun to make!

You will need: 30g/1oz sugar, 30g/1oz butter, 30g/1oz cocoa, 1 tablespoon of golden syrup, 60g/2oz Rice Krispies, 120g/4oz icing sugar, red and yellow food colouring.

1. Put the cocoa, sugar, butter and golden syrup in a large saucepan. Put the pan over a low heat and stir with a wooden spoon until everything has melted.
2. Remove the pan from the heat and let it cool a little. Mix in the Rice Krispies until they are well coated.
3. Spoon the mixture into about 10 piles on a tray. Use your hands to form each pile into a mountain shape. Make a dent in the top of each one.
4. Put the icing sugar in a bowl. Stir two tablespoons of hot water into the icing sugar. Add a few drops of red and yellow food colouring and mix in.
5. Spoon the now orange icing into the volcano dents, letting it drip down the sides. Let them set before serving.



LEGOLAND Game Credits

Senior Producer:

Rob Smith

Assistant Producers:

Paul Blair, Joe Palmer

Game Design:

Paul Blair, Joe Palmer, Aron Phelan, Rob Smith

Sound Effects:

Rob Smith

Animation Work:

Jeppe Nygaard Christensen, Martin Gardeler, Terry Hylton, Martin Lanzinger

Quality Assurance Manager:

Tony Miller

QA Group Lead:

Gary Simmons

QA Testing:

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Culinary Consultancy:

Sarah 'Spoons' Camburn

Developed by:

Krisalis Software Ltd.

Project Manager:

Andy Ware

Lead Programmer:

Mark Rabjohn

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Narinder Basran, Damian McKenna, Richard Teather, Kevin Thacker, Andy Ware

Artists:

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QA:

Daniel Greene, Steve Sumner

Managing Director:

Tony Kavanagh

Direct Music and Animation scores composed and produced by: David Punshon and Richard Wells

Animation Work: Artworld UK

Storylines and Animation Director:

Jon Harrison

Lead Animator:

Dave Garbett

LEGOLAND Game Credits

Assistant Lead Animator:

Grahame Collier

Animation Team:

Mark Harrison, Hearl Hutchinson, Simeon Hankins, Simon Scott, Rob Dorney, Stuart Barnicutt, Teoman Irmak

Lead Model Makers:

Simon Scott, Ian Deary

Sound effects:

John Saul

Storyboard Artist:

Andy Payne

Voice Actor:

Justin Fletcher

Recording Studio:

Matinee Sound and Vision

Engineer:

Olly Poolman

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Published by:

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Please read before using any video game or allowing your children to use it.

Some people are liable to have an epileptic seizure or loss of consciousness when exposed to flashing lights or certain normal conditions of everyday life. Such persons could risk a seizure while watching televised images or while playing certain video games, and this can occur even if there have been no previous medical problems or experience of epilepsy.

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Parents should supervise their children's use of video games. If you or your children experience any of the following symptoms - dizziness, altered vision, eye or muscle twitches, loss of consciousness, disorientation, involuntary movements or convulsions - discontinue use immediately and consult your doctor.

PLEASE TAKE THE FOLLOWING GENERAL PRECAUTIONS WHEN PLAYING VIDEO GAMES

Do not sit too close to the television screen; position yourself with the linking cable at full stretch. Play video games preferably on a small screen. Do not play if you are tired or have not had much sleep. Make sure that the room in which you are playing is well lit. Rest for 10-15 minutes per hour while playing video games.



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Notes



Notes

games.



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